

MAGIC The Gathering® **Old School**



**OLDSCHOOL
TWO-HEADED GIANT
RULES**

MTG 93/94 OLD SCHOOL

–TWO-HEADED GIANT VARIANT RULES

Two-Headed Giant is a fun multiplayer format where two-player teams battle against one another. Each team takes actions as a team rather than individually. There are some rules for Two-Headed Giant that differ from other multiplayer formats:

Format Rules

Each team has a *shared life total* that starts at **30 life**.

Each team *takes their turn together*, meaning they draw as a team, attack as a team, block as a team, and go through all phases of the turn as a team.

The team that goes first skips their first draw step.

Teams do NOT share any resources other than life--meaning players can't share cards in hand or mana. The short way of remembering this is any reference to "you" on cards still means each individual player.

Teams may share information and strategize together. This includes:

- A player can verbally share all information of what cards is on his/her hand
- Players can openly discuss about what decisions should be taken or in what order to play cards
- If one player as an effect can look at one or more of opposing players hands – the player can share that information with the team member

Damage and loss of life happens to individual players and must be assigned to a specific player, but the loss of life is applied to the team's shared life total – but other effects only target the player, which was assigned the damage. For example, once blocks are determined, any unblocked creatures are assigned to deal damage to one of the two players. Afterward, the damage is totaled and subtracted from the team life total. If the unblocked creature was a Hypnotic Specter the player who was assigned the damage must discard a card. The opposite is also true. Damage prevention from e.g., *Circles of Protection* can only be used by a specific player on him/herself not the teammate I.e., it is a bit easier in this format to go around a protection circle by assigning damage to the specific opposing player not having played the Protection Circle.

Effects that read "each opponent" or "each player" affect each team member separately. For example, when *Syphon Soul* is played, each player on opponent team would lose 2 lives—meaning each team loses 4 total life. Cards that target a specific opponent like *Underworld Dreams* and *Black Vise* can be targeted at either player on opponent team but only result in life loss from their combined life total when triggered by that specific player.

Two-Headed Giant has *unified Constructed rules*. This means that across the two decks on a team, only four copies of any non-basic land card are allowed to be shared between them. In addition, the restricted cards rules must be complied with as a team combined.

How to win: When opponent team loses when their life total is 0 or less, when they accumulate fifteen or more poison counters, or when a player on either team is unable to draw a card from his or her deck.

Other Rules

- Your main deck must contain at least 60 cards (no maximum as long you can shuffle your deck)
- You must build a sideboard of 15 cards. After side boarding your main deck must still be at least 60 cards and your sideboard maximum 15 cards.
- The first mulligan is to seven cards, then each mulligan afterward results in one fewer card (six, five, four etc.)
- There is no mana burn, by default, but of course you can mutually opt to play with mana burn if your opponent agrees.

CARDPOOL

Two-Headed Giant is played with the normal Danish Old school rules *including* CE/IE.

Allowed sets are:

ALPHA
BETA
UNLIMITED
ARABIAN NIGHTS
ANTIQUITIES
LEGENDS
THE DARK
REVISED
CHRONICLES
4TH EDITIONS
FBB (Foreign Black Border)
FWB (Foreign White Border)
SUMMER EDGE MAGIC

CARDS; ONLY WITH SAME FRAME PRINT AS IN: ALPHA, BETA, UNLIMITED, REVISED, ARABIAN NIGHTS, ANTIQUITIES, LEGENDS, AND THE DARK

BANNED LIST

BRONZE TABLET
CONTRACT FROM BELOW
DARKPACT
DEMONIC ATTORNEY
JEWELLED BIRD
REBIRTH
TEMPEST EFREET

RESTRICTED LIST

ANCESTRAL RECALL
BALANCE
BLACK LOTUS
BRAINGEYSER
CHANNEL
CHAOS ORB
DEMONIC TUTOR
LIBRARY OF ALEXANDRIA
MANA DRAIN
MIND TWIST
MISHRA'S WORKSHOP
MOX EMERALD
MOX JET
MOX PEARL
MOX RUBY
MOX SAPHIRE
REGROWTH
SHAHRAZAD
SOL RING
TIME WALK
TIMETWISTER
WHEEL OF FORTUNE

TIME VAULT - Added as restricted card in this format compared to normal DOS rules

STRIP MINE - Each Player on the team may have 1 copy of this card

ERRATA APPLIED IN THIS FORMAT

Errata to Ring of Ma'rûf:

Ring of Ma'rûf can be used to bring any Danish 93/93 old school legal card you own into the game. This cannot include a card from the above banned list or ante cards. You can bring in a card you already have one copy of in your deck and thus exceed the normal restrictions.

Errata: Chaos Orb

1, Tap: Choose a non-token permanent on the battlefield. If Chaos Orb is on the battlefield, flip Chaos Orb onto the battlefield from a height of at least one foot. If Chaos Orb turns over completely at least once during the flip, and touches the chosen permanent, destroy that permanent. Then destroy Chaos Orb.

Errata to Falling Star

Choose any number of non-overlapping creatures on the battlefield. Flip Falling Star from a height of at least one foot. If Falling Star turns over completely at least 360 degrees during the flip, it deals 3 damage to each chosen creature it lands on. Any creatures damaged by Falling Star that are not destroyed become tapped.